Maker Art - Activity Guide

Lycée Français in Sausalito - Spring 2016



How will we live in the 22nd century? Help dream up a better world.

Next Class

Thursday, March 10: City of the Future!

We will create a City of the Future until the end of May, with these goals:

1. Build a future home
2. Create a character
3. Show an innovation
4. Add lights, sound & motion
5. Build a city landscape
6. Tell the city's story

Home Activities

Here are your home activities to prepare for next class:

- Discuss the future together
- Pick an innovation
- Bring art supplies

Here are some ideas of future innovations you could illustrate: floating cities, flying cars, human clones, longer lives, mars colony, mind uploads, robot maids, etc.

Learn more on Fabrice's site: fabriceflorin.com
Check out the course overview: bit.ly/maker-art-sausalito-2016

How you can help

Here are some of the things you can do to help with the classes.

Before each class

- complete your homework activities
- bring your inventor notebook with you, in your backpack
- bring any art supplies you'd like to add to your box
- gather in front of the garderie by 3:25pm
- get your wonderbox and bag of parts from the closet

After each class

- put your parts back in your bag
- put your wonderbox and bag in the closet
- clean up your table and space
- move tables back in a row
- take your inventor notebook with you, in your backpack
- line up together, go to the 'garderie' together by 5pm

Previous Classes

Thursday, Feb. 25: Finish your box

You will finish decorating your box & animal, light up the eyes, add a new button if needed, install your animal, then pick a sound and story for your box.

Thursday, Feb. 11: Decorate and install your animal

You will add add switches to turn motors on and off, and wire them to a battery on top of the box. Then you will add LEDs to light up your animal's eyes, and start decorating your character, using art supplies, fabric, paper and glue. You will then install your character in your wonderbox.

Thursday, Feb. 4: Create an animal, make it move

We'll discuss Chinese New Year, then give you a wood framework for the chinese zodiac animal you picked. You will design your character, and add a motor to make them move. You will experiment with different ways to make it move: you can use a glue stick to make it vibrate, or a paper fan to act as a propeller.

Thursday, Jan. 28: Make a button

Learn about electricity and how circuits work. You will make a button to turn your lantern on and off.

Thursday, Jan. 21: Create your box

You will start designing your wonderbox in your inventor's notebook.You will add wallpaper in your box, then hang your lantern & LED for show & tell.

Thursday, Jan. 14: Make a paper lantern

Introduce each other, discuss what we're going to do together. Each student receives a wonderbox and a bag of parts. Students first learned how to light up an LED with a coin cell battery. Then they created a chinese paper lantern -- and lit up the lantern with their LED.

Learn more in this course overview and prototype video: vimeo.com/153418969

Feel free to add comments or questions on this activity guide -- or email me at fabriceflorin@gmail.com if you have any questions or ideas.

Merci!

Fabrice